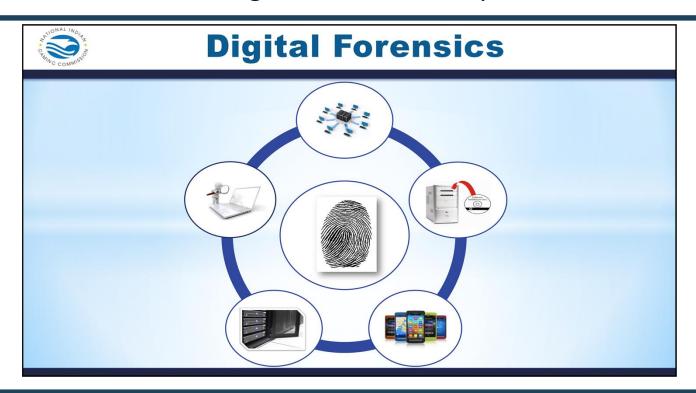
IT-107 Gaming Forensics



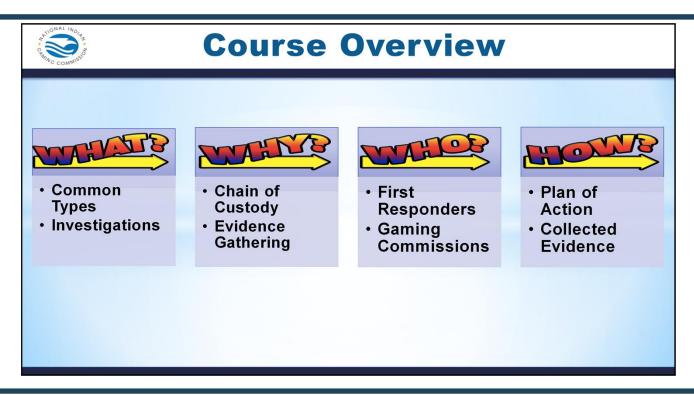
Information Technology Division





- 1. Network Forensics
- 2. Computers
- 3. Mobile Devices
- 4. Database
- 5. Live









KEY POINTS

Poll Title: Has anyone gone through a forensic with an ITL?

https://www.polleverywhere.com/multiple_choice_polls/TV3tvEM9ndVGHB9





- 1. Criminalistics are the study and collection of physical evidence at the crime.
- 2. Video Analysis is the scientific study and collection of video for legal matters.
- 3. Accounting is the study and analysis of collection of financial evidence.





KEY POINTS

In the regulated gaming arena, a forensic investigation typically occurs when gaming or associated equipment has malfunctioned or performed an operation outside the range of that equipment's programmed abilities









KEY POINTS

Why are forensic investigations and relevant procedures important?

- For instituting a set of operational forensic procedures regarding security of evidence
- For establishing communication and proper procedures between the regulatory bodies, operators, and independent testing laboratories
- To help in maintaining service and continuity between gaming departments by isolating the incident
- For recognizing, investigating and responding to incidents. This will also help with mitigating future risks!
- Maintaining public trust (damage control!)





Chain of Custody

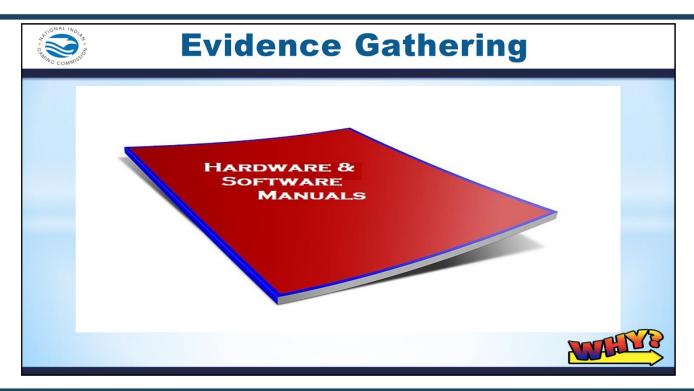
Include:

- ➤ Inception Evidence Collection
- ➤ Paper Trail
- Integrity of evidence until processed
- ➤TGRA &/or Regulatory body determine extent of actions
- ➤ Best Practice Guideline
 - ➤ US DOJ (Justice) / NIST(National Institute of Standards and Technology



Chain of Custody is vital in the event that a dispute goes to court.





KEY POINTS

Examples of physical/non-electronic evidence include:

- Ticket cash receipts and jackpot/regular vouchers
- Photographs of gaming and associated equipment
- Gaming Machine/Terminal cabinet
- Machine Entry Authorization Log Book (MEAL Book) and Progressive Entry Authorization Logs (PEAL)
- Key Control logs

Examples of physical/non-electronic evidence include:

- Miscellaneous handwritten notes (for example, comments written down during previous service)
- Player Promotional Cards
- Tools possibly used to compromise the gaming equipment (screwdrivers, rods, magnets, taser, etc.)
- Hardware and software manuals
- Server/System Generated Reports (Door Entry, Metering, etc.)





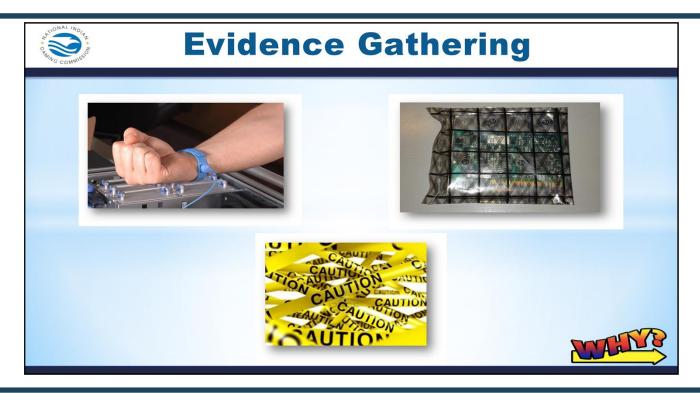
KEY POINTS

Examples of electronic evidence include:

- · Hard drive/Hard drive data
- CDs, DVDs, or other optical storage devices
- USB Flash Drives, Compact Flash cards, or other flash memory storage devices
- Wireless Devices
- EPROMs with or without logic boards

Incidents may not involve gaming equipment, but other parts of the gaming floor. Evidence associated with these incidents include:





KEY POINTS

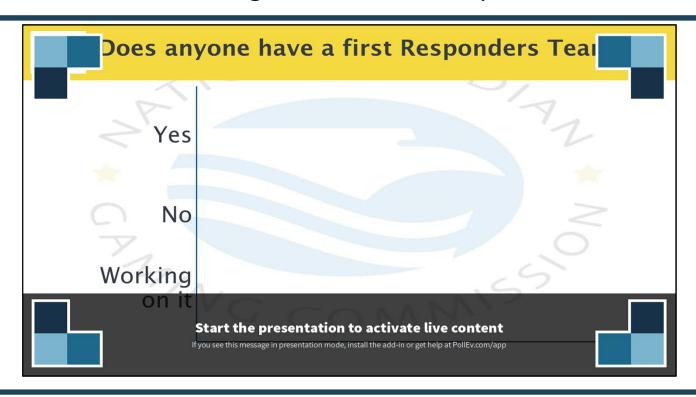
Have a "crash cart"

Protect yourself and equipment from static discharge.







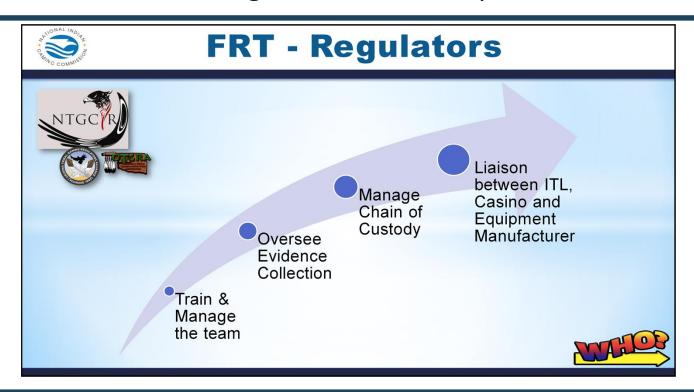


KEY POINTS

Poll Title: Does anyone have a first Responders Team?

https://www.polleverywhere.com/multiple_choice_polls/ifosYLx4hEXGFBB





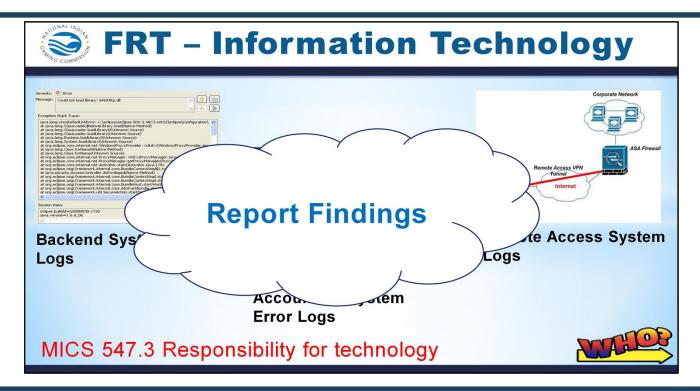




KEY POINTS

DO NOT TURN IT OFF IF ON, OR ON IF OFF





KEY POINTS

The Information Technology Department are the floor gaming equipment communications experts and are responsible for securing all data pertaining to the scene.





KEY POINTS

The Security Department are the people oriented investigation and enforcement expert on the scene and are responsible for:





KEY POINTS

The Surveillance Department are the ever present "eye in the sky" and are responsible for maintaining constant coverage.





KEY POINTS

The Auditing and Accounting Department are the money experts and are responsible for examining tickets.







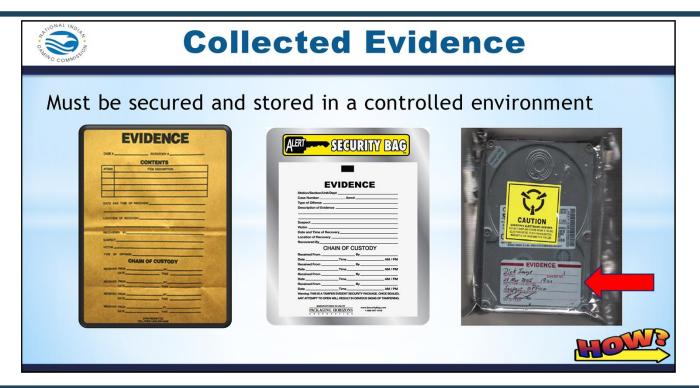


KEY POINTS

What should a forensic plan of action consist of?

- Establishing a First Responder Team?
- Establishing a Forensic Threshold?
- · Escalation guidelines?
- Forensic Readiness Training?





KEY POINTS

The transfer from evidence collection to a lab should follow procedures such as:

- Proper packaging
- Shipping
- Evidence Repository
- Line of Communication
- · Red Arrow reiterate how much date/time signature of individual(s) and proper chain of custody





Collected Evidence

Areas of concern for gaming operators are:

- Game malfunction for server connected/controlled games (SBG, Server Supported, etc.)
- Verification of Jackpots (Server level vs. terminal level)
- Patron disputes over game outcomes
- "Superuser" type accounts on the player tracking side
- Gaming Equipment or Host Server tampering
- Disgruntled Manufacturers and internal/external (vendor's) IT employees





Risk Mitigation

Risks factors YOU can control:

- > Licensure: Vetting vendors who have remote access
- ➤ Internal user accounts: does one person have too many access rights (who watches the watchers?)
- ➤ Tape Seal management: Are all appropriate areas sealed up? Are all seals tracked/accounted for?
- ➤ Proper accounting/reconciliation: are there any detectable patterns or abnormal behaviors (runaway meters, mismatch to indicate theft, etc.)?

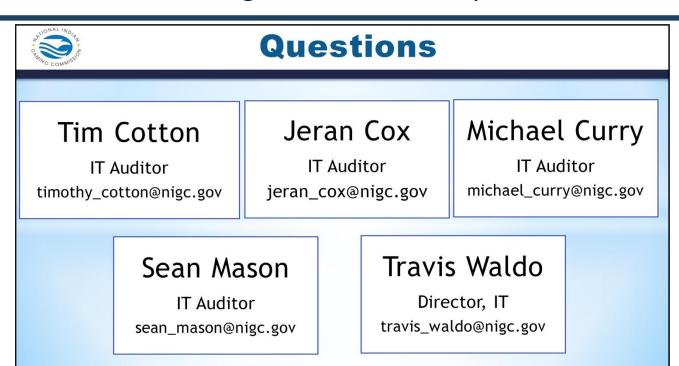




WIIFM?

- > Understand how to identify when a forensic occurs
- Familiarize yourself with the common types to assist with addressing
- Have a Plan of Action for Forensic events/investigations
- Know your First Responder Team and contact information
- > Always review protocols and understand your Risks



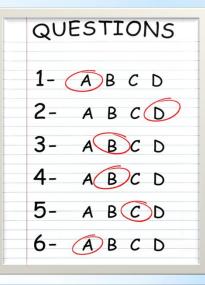


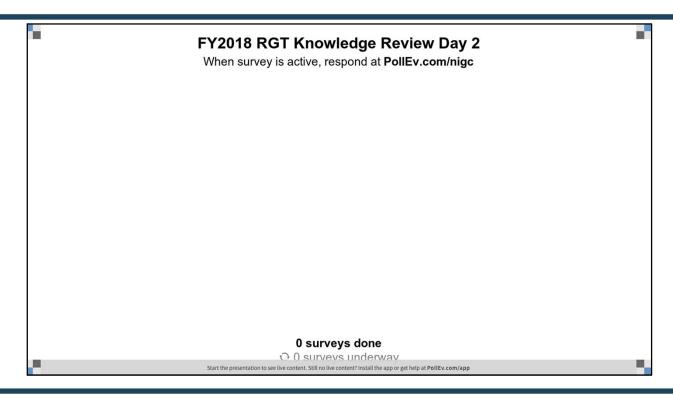




Knowledge Review

- Be sure to include your name and email address
- Do your best
- Be on the lookout for the survey email 90 days from today





Poll Title: FY2018 RGT Knowledge Review Day 2

https://www.polleverywhere.com/surveys/1Lr00Qis1





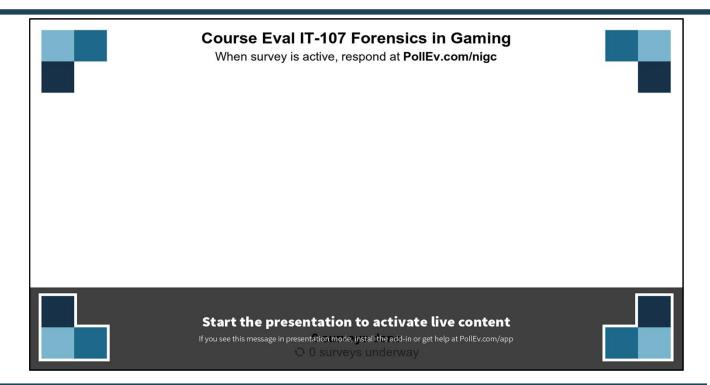
Course Evaluation

 Provide an honest assessment of your experience

 Written suggestions and comments are greatly appreciate and allow us to improve your experience







KEY POINTS

Poll Title: Course awe34r567u8i9o0p-[\

IT-107 Forensics in Gaming

https://www.polleverywhere.com/surveys/ZmhFBzBoc

